DONKEY KONG JR. MATH™

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System Donkey Kong Jr. MATH™ Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Learning can be fun, especially when you play along with Donkey Kong Jr. Practice Addition, Subtraction, Multiplication and Division by directing Junior to select your answer. Compete with a friend in a race to solve problems in Game A or add more challenge with Game B. Or, practice on your own with the + − x ÷ selection. Recommended ages 8 and up.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

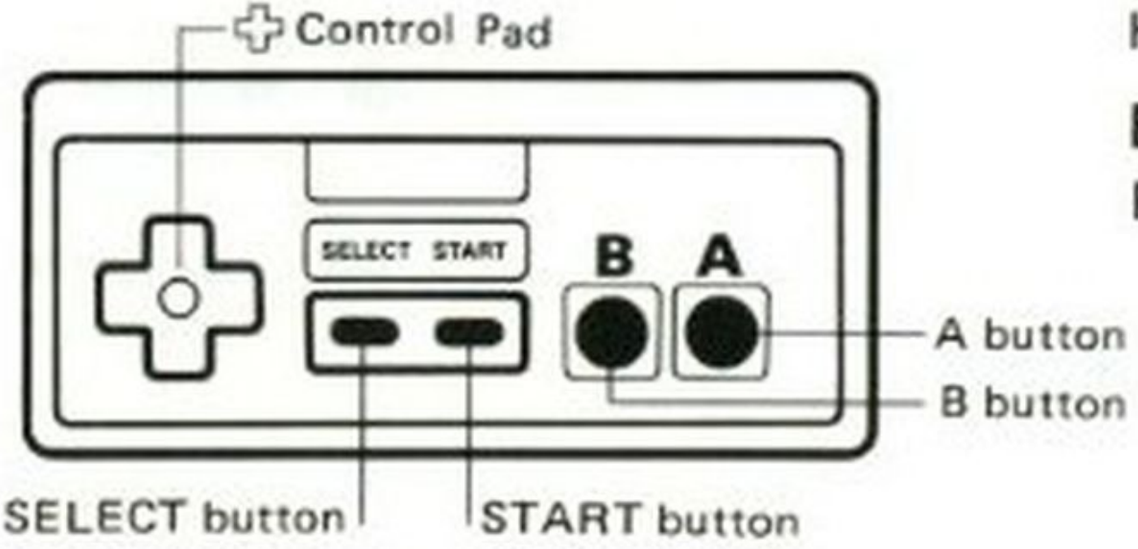
1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For playing alone.
Controller 2 – For second player in 2 player games.

Controller 1/Controller 2



A button

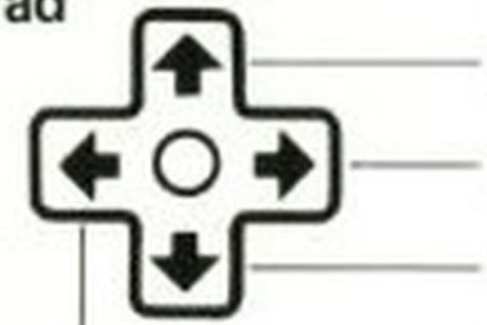
He Jumps.

B button

Press to Start Your Equation Over

Control Pad

Moves Jr.



He Climbs up the Chains.

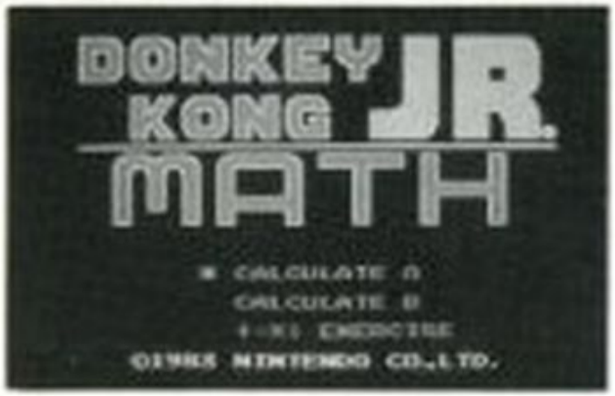
He Walks or Reaches Out to the Right.

He Slides Down the Chains.

He Walks or Reaches Out to the Left.

* Select and Start Buttons Are Not Used on Controller 2.

SELECT and START buttons are functional on **Controller 1 ONLY.**



SELECT button

Press this button during the demonstration sequence to recall the game menu.
Press this button again to move the asterisk (*) to the game you wish to select:

Calculate A – Beginner
Calculate B – Expert
+ – x ÷ Exercise

Pressing the Select button during game play will end your game and recall the game menu.

START button

Press this button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.

- Calculate A and B may be played with 1 or 2 Players.
- The Top score (+ – x ÷ exercise only) will reset to 0 if the reset button (on the control deck) is pressed or the power is turned off.
- Use Controller 1 for 1 Player games
- Use Controller 1 and 2 for 2 Player games

3. HOW TO PLAY

Junior's father gives Junior some math problems.
Use your brains to help Junior find the correct answer as fast as possible. Compete with a friend and go for a high score.

- CALCULATE A and B can be played with one or two players.
- When two players play, you can annoy your opponent by grabbing numbers and symbols that he wants before he can.

Characters

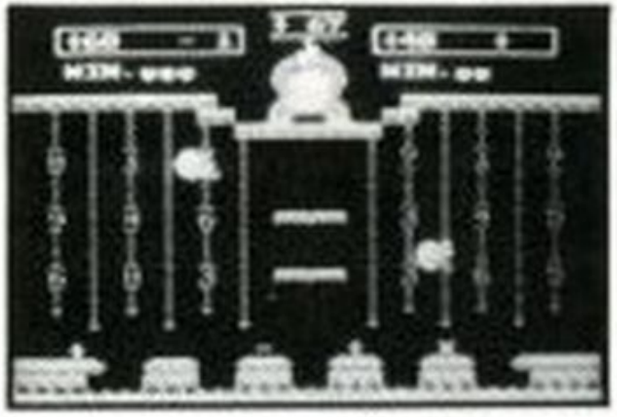
Junior (I)

Junior (II)

Nitpicker

Papa
(Donkey Kong)

Calculate A (For two players, use Controllers I and II.)



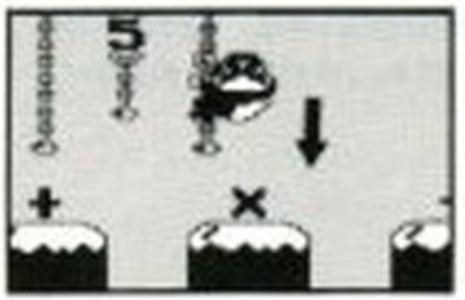
Papa holds up a number. Junior has to try to make the same number appear in his side window by using the numbers 1 ~ 9 and the symbols + – x ÷.
After you write an equation, the math is automatically done and the answer appears in the window. If this number isn't the same as the number Papa is holding up, you can use it as the beginning of your next try, and gradually zero in on the right answer.

- Junior can only put single-digit numbers (1 ~ 9) into the window. Even if you try to grab two numbers in a row, only the first one goes into the window.
- For answers containing five digits or more, only the displayed four digits count.
- The remainder is dropped for division.
- The word "WIN" underneath the window doesn't mean that the answer in the window is right. When you get the answer right, an apple will appear beside "WIN".

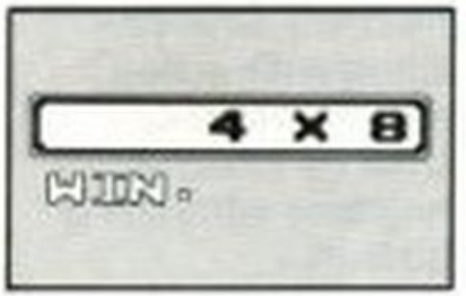
1	2	3	4

Papa shows a number on a placard. You must make an equation whose answer equals the number on the placard.

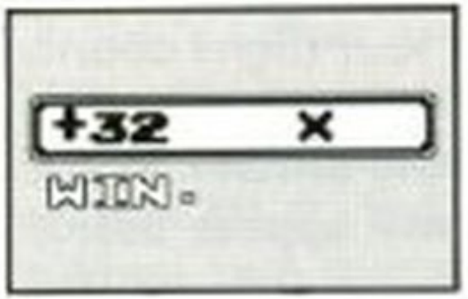
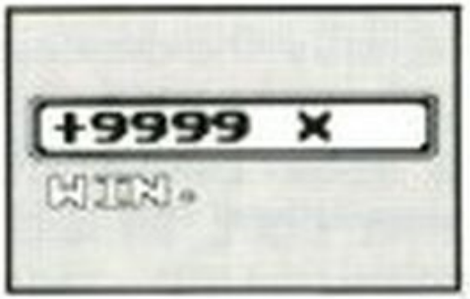
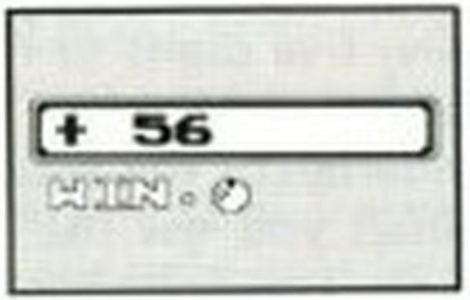
Move Junior and make him jump onto the chains to get the necessary numbers. Numbers appear on the chains in random order.



Send Junior to the islands to get the signs (+ − x ÷). When Junior jumps onto an island, the sign that was there goes up into the window and onto another island so that it can be used again.



The numbers and signs line up in the order they are taken to make the equation. Junior can get one-digit numbers only. Even if two numbers are taken in a row, only the first one is used.

5	6	7	8
			
Use the answer from your first try as the beginning of your next try, and continue with a sign and number; or start over by clearing the window with the B button.	If an answer has five digits or more, only the first four are displayed. Only displayed digits count.	The calculation is finished when the answer in the window is the same as the placard number Papa is holding up.	Papa gives out an apple each time the correct answer is found. The winner is the one who gets five apples first. When someone wins, Junior jumps up and down.

Calculate B (For two players, use Controllers I and II.)

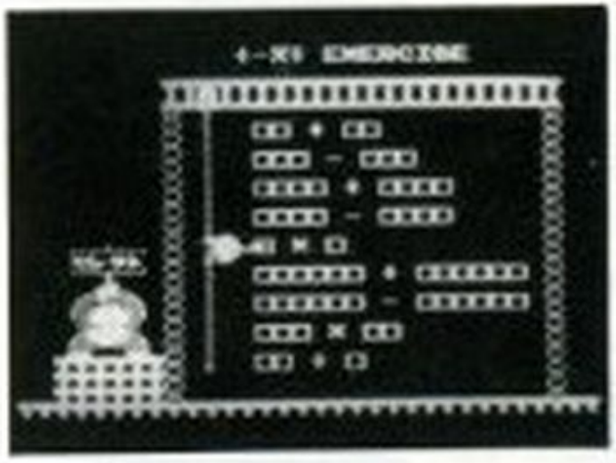
The game proceeds just like Calculate A, but a number is given in your window at the beginning and Papa may assign a negative number on the placard.
Those are the only extra difficulties. Go ahead and test your mathematical ability.

- When the B button is pressed to start over, the number given in the beginning will reappear.

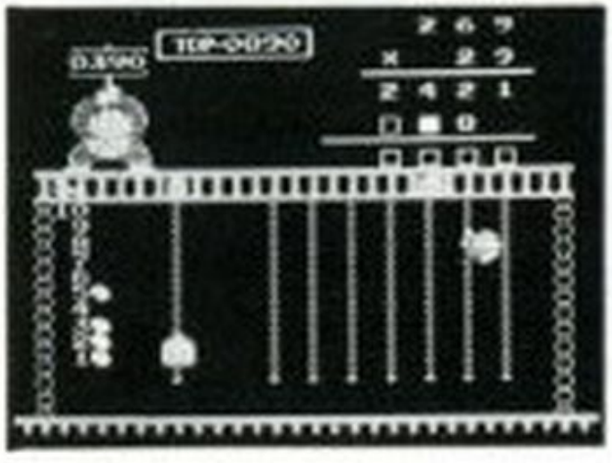
+ — x ÷ Exercise (For one player only. Use Controller I.)

Practice addition, subtraction, multiplication and division.
The screen on the left will appear.
Choose the kind of problems you wish to do.

1. Move Junior to the problem type you wish to practice.



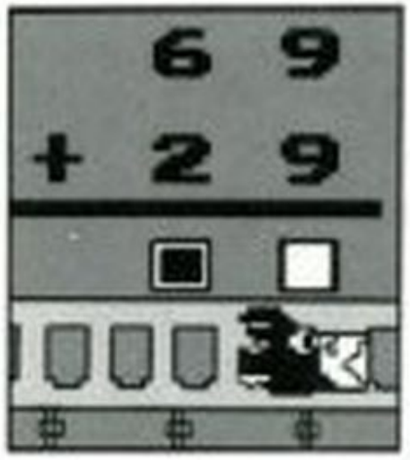
2. Move Junior to the right. He will point out the problem next to him.



3. The screen will then change, and the problem will begin. An unfinished problem appears in the upper right part of the screen. Place the correct numbers in the squares ( ) to finish the problem.
   • One game consists of ten problems.

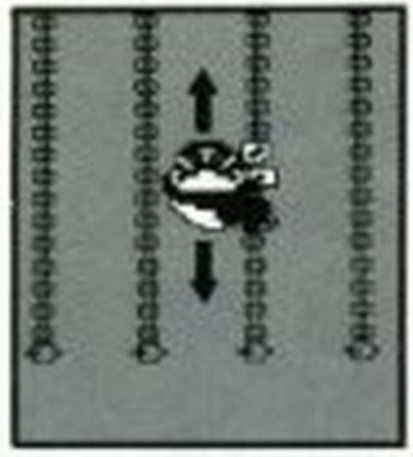
1

The nitpicker shows you the position of the number to be filled. Make Junior jump onto the chain under the nitpicker.



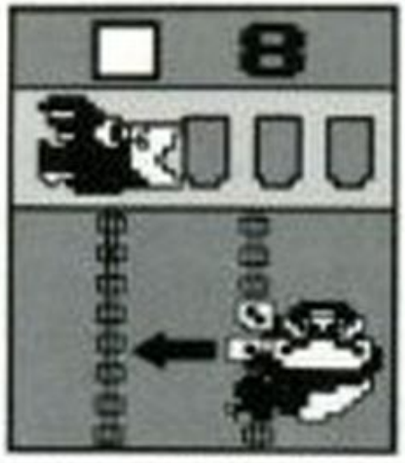
2

As Junior climbs up and down the chain, the numbers 0 -- 9 appear in the square. Stop Junior at the desired number.



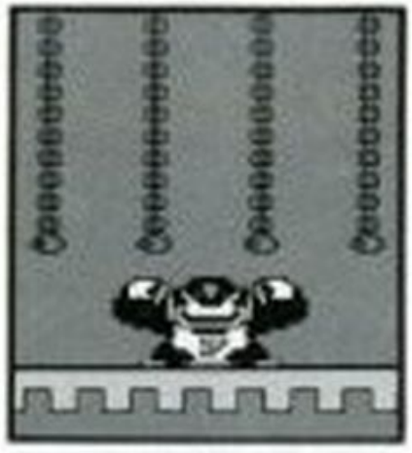
3

By moving Junior to a chain on the left or right, the chosen number is set. A number is not set until it stops flashing. The game will go faster by always moving to the chain where the nitpicker is. Press the B button if you discover a mistake in your calculation. All the numbers that were set are cleared, and you can start over on the same problem.



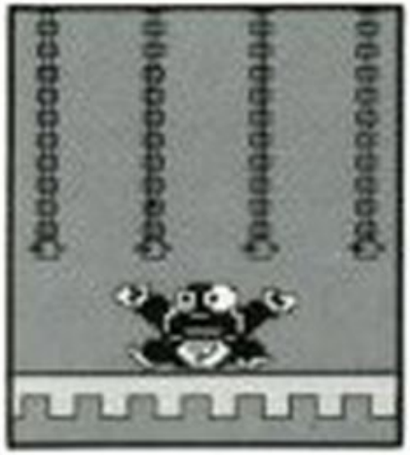
4

After all the numbers are set, move Junior to the right or left for a final set. If the solution is correct, Junior jumps off of the chains and jumps up and down. The nitpicker gives you an egg as a present, indicated on the left side of the screen next to the problem number.



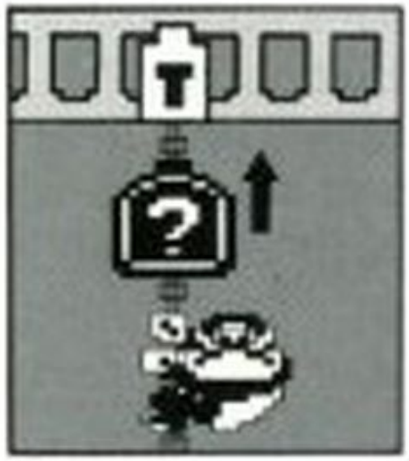
5

If the answer is wrong, Junior will fall on his bottom from the chains. Go back to the place of the mistake once more (the nitpicker and the square will show you where the mistake is). One by one, fix the mistaken numbers.



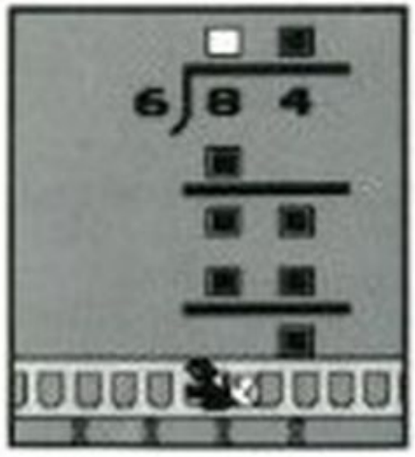
6

If the problem is too hard, push the question mark (?) up to Papa. The numbers will fill in automatically, displaying the correct solution.



7

When there are several marks on top of each other, the square mark ( ) will flash in the column where the nitpicker is, showing you where to place the number. After putting the number in place, set it by moving Junior to the left or right. Then, move him back to the chain where the nitpicker is to continue.



8

One game has 10 problems. The score is displayed on Papa's placard. One problem is 100 points, so a perfect score is 1,000 points. Points are deducted for errors and taking too much time. It is easy to tell how many correct answers were found by counting the eggs next to the problem numbers.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 – 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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